SPAWN 20 PTS.

CAPCOM EDGE

SPAWN 20 PTS.

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CAPCOM

SEGA

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting SPAWN for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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SEGA DREAMCAST™

DISC DOOR

POWER BUTTON
This turns the unit ON or OFF.

OPEN BUTTON
Press to open the Disc Door.

CONTROL PORTS
Use these ports to connect the Sega Dreamcast controller or other peripheral equipment. From left to right are CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, and CONTROL PORT D. For SPAWN, use each port to connect controllers for players 1-4 respectively.

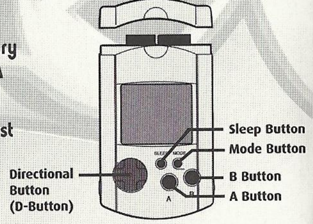
SPAWN is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Note: If you do not have a memory card inserted at power up, an error message will appear. This message refers to Saving and Network play. Network play is a feature only available in Japan and cannot be accessed in the United States version.



Demon Lord Malebolgia loves bloody amusement. His pleasure is imprisoning various warriors and making them destroy each other for their own souls. However, he is unaware that one of his favorite toy soldiers is the deadliest assassin ... One with the capability to destroy even the Demon Lord himself.

His name is SPAWN.

STARTING A GAME

Press the Start Button at the Title screen to display the Game Mode menu. To make your selections on the following screens, use the Directional Button or Joystick to choose and press the A Button (A or C Button on Sega Dreamcast Arcade Stick) to confirm.

- Select a game mode. (See game mode descriptions beginning on page 11.)
- Select the number of players. If you choose ARCADE MODE, this screen will appear. Be sure to connect the required number of controllers (1-4) before starting the game.

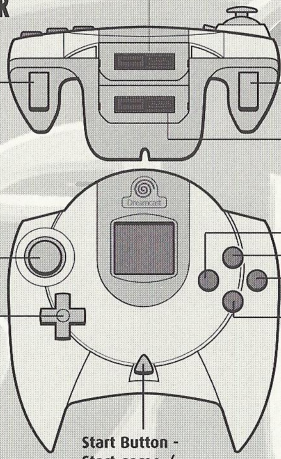
AUTOMATIC SAVE

In SPAWN, your game data is saved automatically:

- To save game data, an optional VMU is required. Be sure to insert the VMU into Expansion Slot 1 of the controller in Control Port A.
- While saving a game file, never turn off the Sega Dreamcast power, remove the VMU or disconnect the controller.
- This game requires 2 blocks to save game data.

CONTROLS (default)

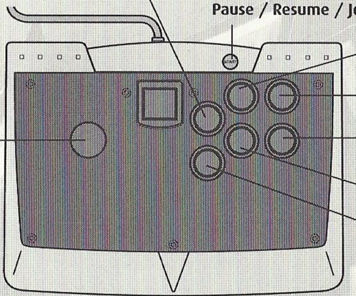
SEGA DREAMCAST CONTROLLER



For a rolling escape, hold down the Y Button and press →→

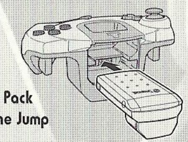
Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

SEGA DREAMCAST ARCADE STICK



For a rolling escape, hold down the A Button and press →→

SEGA DREAMCAST JUMP PACK™



SPAWN supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)

Note: When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

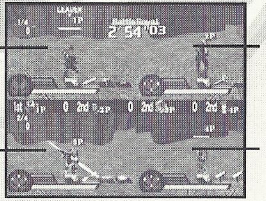
- **SPAWN** is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- When using any controller, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments. See page 13.

UNHOLY COMBAT

MULTIPLAYER SPLIT SCREEN

2 PLAYER SPLIT SCREEN

When 2 players play Boss Attack, Team Battle or Battle Royal Mode, this split screen appears.



4 PLAYER SPLIT SCREEN

When 3 or 4 players play Team Battle or Battle Royal Mode, this split screen appears.

GAME MODE	The current game mode.
MATCH TIMER	When Match Time reaches 0, the match ends. Match Time is adjustable in Option mode.
ENEMY DEFEATED	Enemies who are no longer in combat.
ENEMY VITALITY GAUGE	Your enemy's ability to fight. When the gauge runs out, the enemy is defeated.
SITUATION MESSAGE	Tells you what happened off screen.
RANKING	In Battle Royal Mode, rankings for all characters are displayed. The 1st place character is ranked as Leader, and the 4th place character earns a cheese, (or a cherry when the point is negative). Characters who have won more than one match in a row earn a star.
TEAM INFORMATION	In Team Battle Mode, each team's score is displayed. Your team members' faces and vitality are also displayed.
BOSS RADAR	Shows the boss character's position.
MESSAGE AREA	Information messages appear here.
COCKPIT	Displays important information about your character. See page 9.

GAME RULES

REVIVE UNLIMITEDLY WITHIN THE TIME LIMIT!

When a character's vitality becomes zero, the character becomes incapable of fighting.
When this happens, the character revives with full vitality if the match is still within the time limit, but loses some time (in Boss Attack Mode) and all power-ups.

DEFEAT ENEMIES AND GET K.O. POINTS!

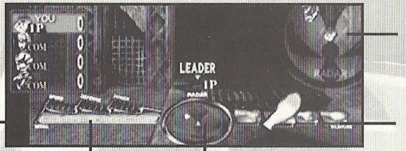
In Team Battle Mode and Battle Royal Mode, you get K.O. Points by defeating an opponent.
The player or team with most K.O. Points when time's up is the winner.

When 2 or more players (teams) have the same K.O. Points, the match is decided by the amount of remaining vitality and number of items acquired.

SCORE TABLE

Defeat Leader Character	+ 4 Points	You earn double points when you defeat a Leader character.
Defeat Any Other Character	+ 2 Points	You normally get 2 points if you defeat an opponent.
Defeat a Character Indirectly	+ 1 Point	You get 1 point if an opponent falls from a high place or a map trap and is defeated.
Defeat Yourself	- 3 Points	You lose 3 points when you defeat yourself by your own attack.
Defeat Your Team Member	- 2 Points	You lose 2 points if you defeat your team member.

COCKPIT



PARAMETER LEVEL GAUGE
Each character has 3 parameters (Speed, Defense and Attack) and can improve each parameter up to level 5 by getting a power-up item. Power-up items sometimes appear when you break objects on the stage or knock down an enemy.
- Yellow Speed Power-up — Increases your character's speed.
- Blue Defense Power-up — Increases your character's defense.
- Red Attack Power-up — Increases your character's attack.

VITALITY GAUGE
When a character's vitality drains away, the character becomes incapable of fighting. When this happens, the character revives with full vitality again if the match is within the time limit, but loses some time and all power-up items.
- Vitality Recovery Item — Recovers full vitality.

RADAR MAP
Shows fighter's surroundings. You cannot see what's behind you.

BOSS RADAR MAP
In Boss Attack Mode, when the boss character is not in the same area as your fighter, the boss is displayed on the Boss Radar Map.

WEAPONS LIST
Shows the weapons a fighter has. The enlarged weapon is the one the fighter is currently using. A fighter can have up to 3 weapons.

BATTLE SYSTEM

BULLET GAUGE/	When a player's character equips a gun, a Bullet Gauge is displayed. When the gauge runs out of bullets, it is automatically reloaded. If you are holding down the X Button, the weapon is not reloaded. You need to release the button to reload. (Certain weapons have an Energy Gauge instead of a Bullet Gauge. When the energy runs out, you cannot use the weapon until it recharges.)
SIGHT AND RANGE	When you equip a gun and a target is within shooting range, a blue sight is displayed. When you lock-on a target, the site turns green.
1ST PERSON VIEW	Press the Y Button or Left Trigger (A Button for Sega Dreamcast Arcade Stick) to move the camera behind your character and look ahead. If you hold down the button, the screen goes into 1st Person View Mode. Now you can look around with the Directional Button/Joystick, but you cannot move.
CHANGING WEAPONS	Press the B or Z Button to toggle weapons in your inventory. When you find a new weapon, get close to it (the icon will turn red) and press the X Button to equip it. If your weapon inventory is full, the weapon you had is thrown away to equip the new weapon. Think about this when you find a new weapon, so you can toggle to an unneeded weapon before picking up the new one.
DRUMS	When you have no weapon equipped, you can pick up a drum, hold it and throw it. When you have a weapon equipped, you can kick a drum.
ITEM BOXES	Look for hidden Item Boxes that contain powerful weapons or secret items.
INFRARED RAY FILTER	In a Night Vision stage, your character can acquire Infrared Ray Filter ability by collecting a parameter-up item, which makes your vision clearer for a while.
ROLLING ESCAPE	Hold down the Y Button (A Button for Sega Dreamcast Arcade Stick) and input →→ to perform an emergency escape move from enemy's attacks.

GAME MODES

ARCADE MODE

Choose your mode, then choose rules depending on the number of players:

BOSS ATTACK MODE	1-to-2 players, cooperative play only. Defeat a boss character in each stage within the time limit. In 2 player games, a new story will begin after 7 stages.
TEAM BATTLE MODE	1-to-4 players. Red Team and Green Team fight against each other. The match is normally 2-on-2. When one team has only 1 player, choose a team member controlled by the computer (COM).
BATTLE ROYAL MODE	1-to-4 players. Everyone else except yourself is the enemy. When there are not enough players, you can fight against computer-controlled (COM) characters.

TOURNAMENT MODE

Play against the computer. This mode is good for practice.

TEAM BATTLE MODE	1 Player only. Choose your character and your team member (computer-controlled) and fight against the opponent team. As you win, tougher opponents will appear. RULES: The team with more K.O. Points when time is up is the winner. If you lose, you can continue.
BATTLE ROYAL MODE	1 Player only. A survival mode where everyone except yourself is enemy. As you win, tougher enemies will appear. RULES: The character who is Leader when time is up is the winner.

In both modes, there is a K.O. Points check at certain stages. If you have earned the required K.O. Points, you can advance to a tougher stage (and the game is automatically saved). If you haven't earned the required K.O. Points, you will need to restart from the beginning.

MODE PLAY

SELECTING A FIGHTER	After selecting a game mode, choose your character. Depending on the game mode and rules, you may also need to choose option character(s) and opponent character(s).
HANDICAP	You can adjust handicaps for human vs human games: • Radar Map — ON/OFF (default is ON) • Lock-On Mark — ON/OFF (default is ON) • Vitality adjustment — From 50% - 150% (default is 100%)
MAP SELECT	In Arcade Mode's TEAM BATTLE and BATTLE ROYAL modes, you can choose a map. Certain maps have options such as: • Fog — Vision is obscured by fog. • Night Vision — Fight in the darkness. • Gravitation — You can jump higher. • Melt Down — A danger lamp blinks on this stage.

GALLERY

Collect SPAWN artwork and special items by meeting various conditions. You can also unlock secret features. Go to the Gallery option from the Game Mode menu to see what you've collected. The Item Collection pages stores the items you acquire in Arcade Mode's BOSS ATTACK mode.

OPTION

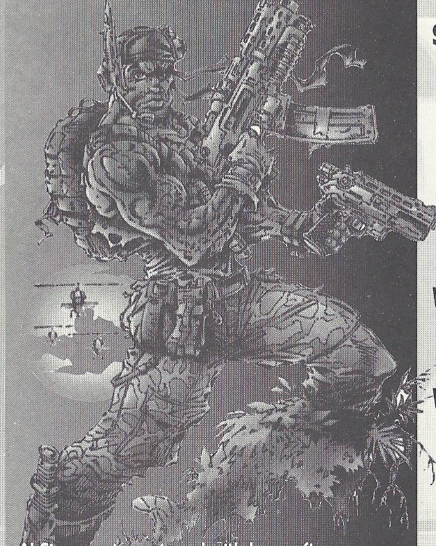
Adjust various game settings. See page 13.

OPTIONS

DIFFICULTY	Adjust the difficulty level for BOSS ATTACK mode in both Arcade Mode and Tournament Mode.
VIOLENCE LEVEL	Adjust the violence level of the game.
DAMAGE LEVEL	Adjust the amount of damage inflicted by attacks.
MODE TIME	Adjust play time for BOSS ATTACK, TEAM BATTLE and BATTLE ROYAL modes.
PENALTY TIME	Adjust the penalty time for a character's defeat in Arcade Mode's BOSS ATTACK mode.
KEY CONFIG	Change button assignments. You can also assign a special command to a button. Use the Directional Buttons/Joystick to select a setting and press the A Button (A or C Button for Sega Dreamcast Arcade Stick). • VIBRATION — Toggle the Sega Dreamcast Jump Pack vibration ON/OFF. • DEFAULT — Reset the button assignments to default status. • CANCEL — Cancel the previous change. • DECIDE — Confirm the button assignments you changed.
CAMERA DISTANCE	Adjust the distance between your character and the camera.
SOUND ADJUSTMENT	Choose STEREO or MONO depending on your speaker setup.
DEFAULT	Reset all options to the default status.

CHARACTERS

AL SIMMONS
SECRET AGENT OF MISFORTUNE



Al Simmons is equipped with heavy firearms such as a powerful Gatling gun and missile launcher that can discharge three homing bullets at once. However those weapons are disposable. He also has a special ability to throw 3 to 6 grenades at the same time.

SPECIAL ABILITIES & ATTACKS

Triple Missile Launcher
A Button (when Missile Launcher is equipped)

Hand Grenade Rain
A + X Buttons or Right Trigger (when Grenade is equipped)

Knife Slash Combo
A + X Buttons or Right Trigger (press rapidly when no weapon is equipped)

WEAPONS: BOSS ATTACK MODE

Gatling Gun
Grenades

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Missile Launcher
Gatling Gun
Grenades

SAM
PRIVATE DETECTIVE OF JUSTICE

SPECIAL ABILITIES & ATTACKS

Vitality Recovery
A + X Buttons or Right Trigger (when no weapon is equipped)

Crazy Power
Sam gets mad when vitality is low

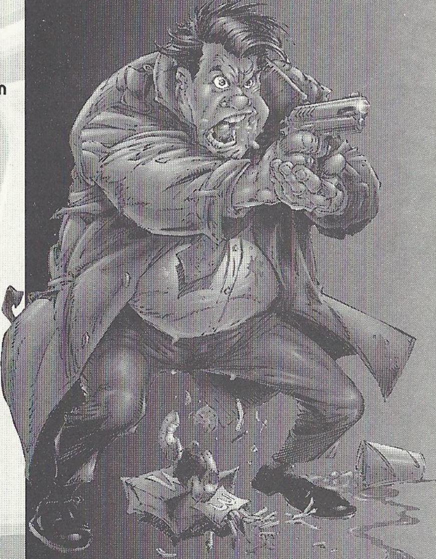
Find Weapons
Sam finds weapons more easily by breaking various objects in the stage

WEAPONS: BOSS ATTACK MODE

Shotgun
Dynamite

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

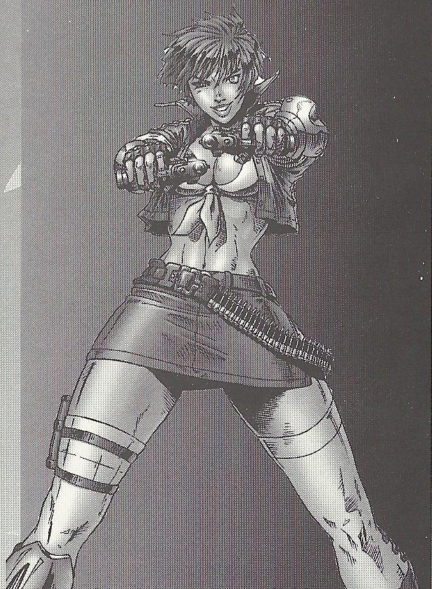
Bazooka
Shotgun
Dynamite



Though Sam is a bit slow, he is equipped with powerful basic weapons. His most powerful weapon, the bazooka, has 3 bullets. Though Sam's shotgun has short range, it can cover a large area and inflict severe damage.

JESSICA PRIEST

BEAUTIFUL ASSASSIN



Jessica Priest's biggest strength is her speed. Although her main weapon, the handgun, is relatively weak, she carries two of them from the start. She also has various close attacks.

SPECIAL ABILITIES & ATTACKS

Spiral Uppercut
: A + X Buttons then X Button or Right Trigger (when no weapon is equipped)

Dashing Shot
: ➔ then X Button (when two handguns are equipped)

Jail Kick
: A + X Button or Right Trigger (when a gun is equipped)

WEAPONS: BOSS ATTACK MODE

Handguns (two)

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Handguns (two)
Sub-Machine Gun

SPECIAL ABILITIES & ATTACKS

Recovery
: A + X Button or Right Trigger (when Cogliostro's hands are green)

Fire Ball
: X Button (after a jump, when Cogliostro's hands are green)

Fire Knife
: X Button (after a jump, when Cogliostro's hands are orange)

WEAPONS: BOSS ATTACK MODE

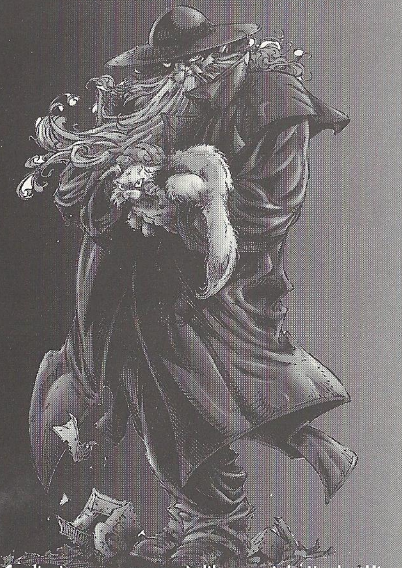
Magic Missile
Lightning Bolt
Fire Wall

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Magic Missile
Lightning Bolt
Fire Wall

COGLIOSTRO

IMMORTAL ARCH ANGEL



Cogliostro can use magic-like special attacks. His primary weapon is the magic missile with high homing ability. His lighting bolt can attack through the wall. In close combat, his fire wall burns away all opponents.

TIFFANY
HUNTER OF THE SKY

Though Tiffany's attacking power is low, she can swing her sword rapidly to perform successive attacks. She also has the abilities to perform double jump, air dash, etc.

SPECIAL ABILITIES & ATTACKS

Tornado Sword
  A + X Buttons then X Button or Right Trigger then X Button

Air Dash
  A + X Buttons or Right Trigger (after a jump)

Dual Wield
  Equip two swords of the same type

WEAPONS: BOSS ATTACK MODE

Tiffany's Sword
Knife

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Lightning Sword
Tiffany's Sword
Knife

BRIMSTONE
WARRIOR OF PURGATORY

SPECIAL ABILITIES & ATTACKS

Flame Shell
  A + X Buttons or Right Trigger (when no weapon is equipped)

Second Form
  A + X + B Buttons or Right Trigger + B Button (during Second Form, Brimstone loses vitality gradually)

Hell Final
  A + X + B Buttons or Right Trigger (during Second Form)

WEAPONS: BOSS ATTACK MODE

Double Saber
Napalm

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Double Saber
Flame Sword
Napalm

Brimstone wields his Doublesaber and crushes his enemies. When he transforms into a different form, he can use powerful napalm bombs.

REDEEMER
HEAVEN'S ASSASSIN

Redeemer is good at both close and long distance combat utilizing his transforming arms. He can shoot powerful bazooka bullets from his Gun Arm at the cost of his own vitality.

SPECIAL ABILITIES & ATTACKS

Vitality Drain
: A + X Buttons or Right Trigger (during Spear Arm)

Bomb Final
: A + X Buttons or Right Trigger (during Gun Arm, at the cost of some vitality)

Dash Homing
: A + X Buttons or Right Trigger (when no weapon is equipped, at the cost of some vitality)

WEAPONS: BOSS ATTACK MODE

- Spear Arm
- Sword Arm
- Gun Arm

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

- Spear Arm
- Sword Arm
- Gun Arm

GRACE
ATTACK ANGEL

SPECIAL ABILITIES & ATTACKS

Spike Arrow
: A + X Buttons or Right Trigger (when Normal Lance is equipped)

Tornado Turn
: A + X Buttons or Right Trigger (when Battle Lance is equipped)

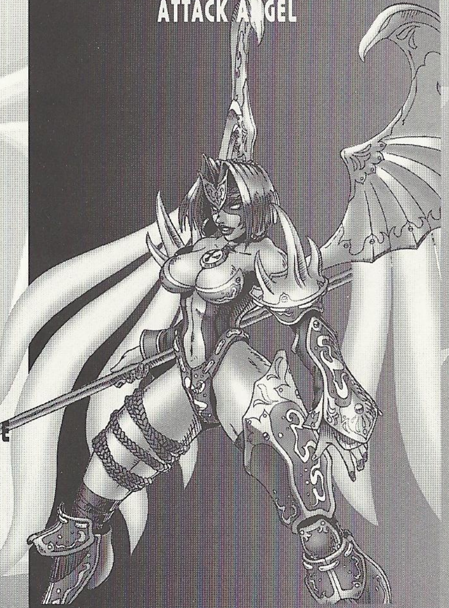
Hovering
: A Button (press rapidly after a jump)

WEAPONS: BOSS ATTACK MODE

- Normal Lance
- Knife

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

- Battle Lance
- Normal Lance
- Knife



Grace's main weapon for close combat is her long lance, which can inflict severe damage. Grace can also hover in the air and is good at surprising attacks from the air.

CLOWN
DEVILISH PRANKSTER

When he's in a human form, he is not very fast and doesn't have much power. However, when he transforms into Violator, he becomes the strongest fighter in attacking power and special abilities.

SPECIAL ABILITIES & ATTACKS

Magic Hand Punch
A + X Buttons or Right Trigger (when no weapon is equipped)

Transformation into Violator
A + X + B Buttons or Right Trigger + B Button (during Transformation, Clown loses his vitality gradually)

Hell Fire
A + X Buttons or Right Trigger (during Transformation, after weapon change)

WEAPONS: BOSS ATTACK MODE

Chainsaw

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Chainsaw
Missile Launcher
Balloon Bomb

SPECIAL ABILITIES & ATTACKS

Zoom Punch
A + X Buttons or Right Trigger (when Claw is equipped)

Double Zoom
A + X Buttons or Right Trigger (when two Claws are equipped)

Super Armor Dash
A + X Buttons or Right Trigger (when no weapon is equipped)

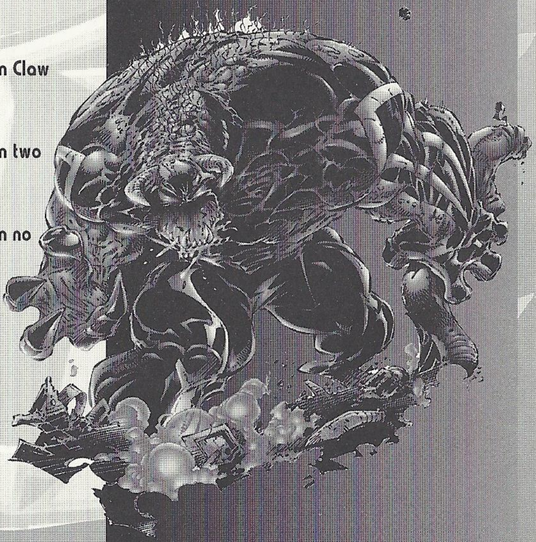
WEAPONS: BOSS ATTACK MODE

Iron Claw

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

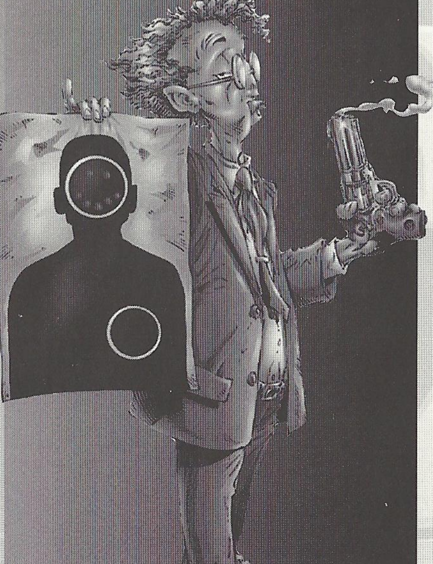
Battle Claw
Iron Claw

TREMOR
MARAUDING CYBORG



Tremor is good at close combat with his powerful attacks, but he can also attack an enemy at long range with his flexible arms. However, he cannot equip any other weapon than his own claws.

TWITCH
SKILLFUL MARKSMAN



Twitch uses rifle-type weapons as his primary weapon, which have very long range. In Sniper Mode, Twitch does not appear on opponents' radar. He can also use such special weapons as a flame thrower, laser gun, etc.

SPECIAL ABILITIES & ATTACKS

Sniper Style
Equip a rifle. When Twitch is in Sniper Mode, he doesn't appear on opponents' radar and he cannot be locked-on.

WEAPONS: BOSS ATTACK MODE

Revolver
Rifle

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Revolver
Rifle
Flame Thrower

SPECIAL ABILITIES & ATTACKS

Chain Offense
A + X Buttons or Right Trigger (when unarmed, Spawn loses vitality gradually)

Jump Up
A + X + B Buttons or Right Trigger + B Button

Two Guns
A + X Buttons or Right Trigger (Spawn uses two guns at the same time; equip one more of the same gun)

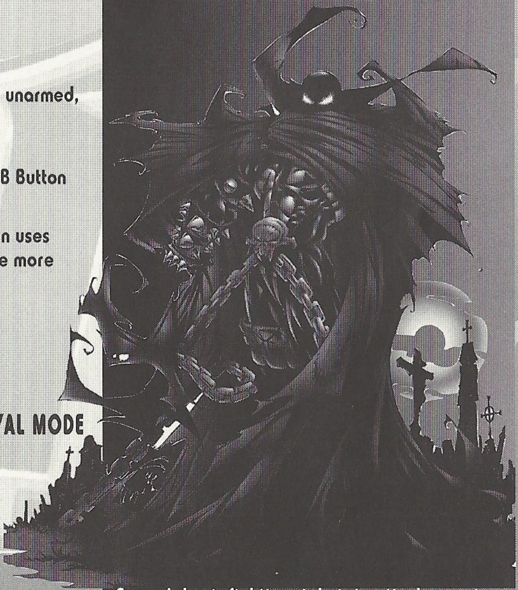
WEAPONS: BOSS ATTACK MODE

Machine Gun
Grenades

WEAPONS: TEAM BATTLE & BATTLE ROYAL MODE

Machine Gun
Sub-Machine Gun
Grenades

SPAWN
WANDERER IN THE DARK



Spawn's basic fighting style is to attack enemies at long range with a semi-automatic machine gun. His dependable mobility and defensive ability make Spawn an easy-to-handle character.

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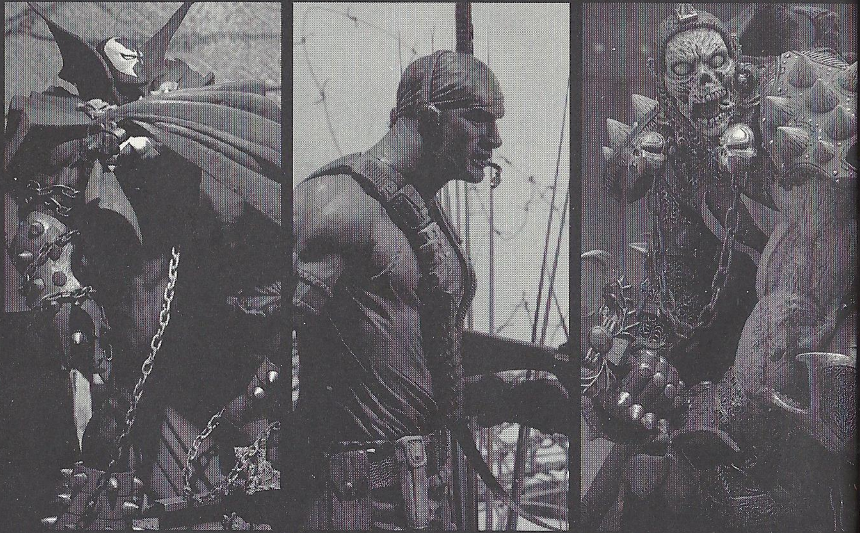

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Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey and Customer Service.

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